**Amendments to the Claims**:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A method of determining, in a predefined target position, the sound pressure ($\Delta p$) resulting from sound emitted from a surface element ($\Delta S$) of a sound emitting surface (S), the method comprising

- measuring, using a three-dimensional array of a plurality of microphones arranged in a first predefined measuring position relative to the surface element ($\Delta S$), a first three-dimensional distribution of sound pressure,

- calculating, based on the first three-dimensional distribution of sound pressure, the air-particle velocity ($u_n$) on the surface element ($\Delta S$) and perpendicular to the surface element ($\Delta S$), resulting from the sound emitted from the surface (S),

- arranging a sound source capable of emitting a volume velocity ($Q_v$) in the target position,

- causing the sound source to emit the volume velocity ($Q_v$),

- measuring, using a three-dimensional array of a plurality of microphones arranged in a second predefined measuring position relative to the surface element ($\Delta S$) and with the volume velocity ($Q_v$) emitted from the sound source in the target position creating a dominating sound, a second three-dimensional distribution of sound pressure,

- calculating, based on the second three-dimensional distribution of sound pressure, the sound pressure ($p_V$) at the surface element ($\Delta S$) resulting from the volume velocity ($Q_v$) emitted from the sound source in the target position,

- determining the transfer function $H = p_v/Q_v$ as the ratio of the sound pressure ($p_v$) at the surface element ($\Delta S$) to the volume velocity ($Q_v$) emitted from the sound source in the target position, and

- determining the sound pressure ($\Delta p$) in the target position as $\Delta p = H \cdot (u_n \cdot \Delta S)$.

2. (Original) A method of determining, in a predefined target position, the sound pressure ($\Delta p$) resulting from sound emitted from a surface element ($\Delta S$) of a sound emitting surface (S), the method comprising

- measuring, using a three-dimensional array of a plurality of microphones arranged in a first predefined measuring position relative to the surface element ($\Delta S$), a first three-dimensional distribution of sound pressure,

- calculating, based on the first three-dimensional distribution of sound pressure, the air-particle velocity ($u_n$) perpendicular to the surface element ($\Delta S$) and on the surface element ($\Delta S$), and the sound pressure (p) on the surface element ($\Delta S$), resulting from the sound emitted from the surface (S),

- arranging a sound source capable of emitting a volume velocity ($Q_v$) in the target position,

- causing the sound source to emit the volume velocity ($Q_v$),

- measuring, using a three-dimensional array of a plurality of microphones arranged in a second predefined measuring position relative to the surface element ($\Delta S$) and with the volume velocity ($Q_v$) emitted from the sound source in the target position creating a dominating sound, a second three-dimensional distribution of sound pressure,

- calculating, based on the second three-dimensional distribution of sound pressure, the sound pressure ($p_V$) at the surface element ($\Delta S$) and the component of the particle velocity ($u_{V,n}$) perpendicular to the surface element ($\Delta S$) resulting from the volume velocity ($Q_v$) emitted from the sound source in the target position, and

- determining the sound pressure ($\Delta p$) in the target position in accordance with the formula

$$\Delta p = \iint_{\Delta S} \left[ \frac{p_V}{Q_V} u_n - \frac{u_{V,n}}{Q_V} p \right] dS .$$

3. (Currently Amended) A method according to ~~any one of claims 1-2~~ claim 1 ~~c h a r a c t e r i z e d in that~~ wherein the target position is a listening position suitable for being occupied by a human being.

4. (Currently Amended) A method according to claim 1 ~~c h a r a c t e r i z e d in that~~ wherein the air-particle velocity ($u_n$) perpendicular to the surface element ($\Delta S$) resulting from the sound emitted from the surface (S) is calculated, based on the first three-dimensional distribution of sound pressure, using a Near-Field Acoustical Holography (NAH) method, and that

the sound pressure ($p_V$) at the surface element ($\Delta S$) resulting from the volume velocity ($Q_v$) emitted from the sound source in the target position is calculated, based on the second three-dimensional distribution of sound pressure, using a Near-Field Acoustical Holography (NAH) method.

5. (Currently Amended) A method according to claim 2 ~~c h a r a c t e r i z e d in that~~ wherein the air-particle velocity ($u_n$) perpendicular to the surface element ($\Delta S$) and the sound pressure (p) resulting from the sound emitted from the surface (S) are

calculated, based on the first three-dimensional distribution of sound pressure, using a Near-Field Acoustical Holography (NAH) method, and that

the sound pressure ($p_V$) at the surface element ($\Delta S$) and the air-particle velocity ($u_{V,n}$) perpendicular to the surface element $\Delta S$ resulting from the volume velocity ($Q_v$) emitted from the sound source in the target position are calculated, based on the second three-dimensional distribution of sound pressure, using a Near-Field Acoustical Holography (NAH) method.

6. (Currently Amended) A method according to ~~any one of claims 1-5~~ claim 1 ~~c h a r a c t e r i z e d~~ w h e r e i n by using as the volume velocity sound source a simulator simulating acoustic properties of at least a head of a human being, the simulator having a simulated ear with an orifice and a sound source for outputting sound signals through the orifice of the simulated ear.

7. (Currently Amended) A method according to claim 6 ~~c h a r a c t e r i z e d in that~~ wherein the simulator simulates the acoustic properties of the head and a torso of a human being.

8. (Currently Amended) A method according to ~~any one of claims 1-7~~ claim 1 ~~c h a r a c t e r i z e d~~ w h e r e i n by using, as the three-dimensional array of a plurality of microphones, an array having two parallel layers of microphones, where each layer comprises a plurality of microphones arranged in a two-dimensional grid.

9. (Currently Amended) A method according to ~~any one of claims 1-~~ claim 1 ~~c h a r a c t e r i z e d~~ w h e r e i n by using, as the three-dimensional array of a plurality of microphones, an array comprising a combination of pressure microphones and particle velocity sensors.

10. (Currently Amended) A method according to claim 9 ~~c h a r a c t e r i z e d~~ wherein by using, as the three-dimensional array of a plurality of microphones and velocity sensors, a planar array of combination sensors, each being able to measure both the sound pressure and the particle velocity component perpendicular to the array plane.

11. (Currently Amended) A method according to claim 2 ~~c h a r a c t e r i z e d in that~~ the sound pressure (Δp) in the target position is determined as an approximation in accordance with the formula

$$\Delta p = \left[ \frac{p_V}{Q_V} u_n - \frac{u_{V,n}}{Q_V} p \right] \Delta S .$$